

MYP Grade 7
Technology
(Information, Materials & Systems)

https://techno-dinussimpurg.wikispaces.com/

Context:

Stop-motion has been used as a method of film making for a very long time. In modern cinema cartoons, movies are created by using animation techniques. This is created by moving an object by physically manipulating it appear to move. The object is moved by very small amounts between individually photographed frames, creating the illusion of movement when the series of frames are played as a continuous sequence. Many material can be used to create these objects i.e. clay, plasticine , lego, etc.

Challenge:

For this term you will create your own stop-motion animation. In the process, you will develop your creativity, collaborative and thinking skills. The task will provide you an opportunity to utilize your computer, digital camera, and problem-solving skills and learn about the use/s of Windows movie maker, iMovie, or other movie editing software.

FOLLOW THESE STEPS (type your work in an A4 paper with header)

Investigate

1. Brainstorm about possible ideas for your movie and characters.
2. Review some of the animation movies write down your observations.
3. Research about how a motion animation can be created and document all findings using MLA with screenshots and explanations. i.e. movie maker
4. Find out how a character can be made out of clay and other materials.
5. Find out how a story board is made (see the attached example) - the ideas that you get from here should be used in the making of your story board.
6. List the materials available/needed to be used.



Resources

<http://www.wikihow.com/Create-a-Clay-Animation> (How to create a clay animation – a very good resource)

History of Clay Animation¹

Clay Animation isn't really a new technique at all. Who hasn't seen Wallace and Grommit! Technically, clay animation began a short time after the invention of a clay-like substance called plasticine. Plasticine was invented in 1897, and one of the first actual films to use clay was in 1902 using clay for lightning sculpting. This was one of the first steps for clay animation, but it took six more years to make a film that used clay animated sculptures. This happened in 1908 when *A Sculptor's Welsh Rarebit Nightmare* was released in February.

Clay animation: First, you should come up with an idea for a character, props, and a background. With this information, come up with a storyboard for the idea to your movie. Your storyboard should include the basic layout of what you want to happen in your movie. Most importantly, **USE YOUR IMAGINATION!!** (You know, that thing that comes up with interesting and fun ideas that make everything better than it would have been if you hadn't used it.) After creating your character in your mind, start picking out your weapons (tools) and your colors and organize them as best you can, by putting them in order of use.

Creating Your Character: Start developing your character with the clay you have, by forming the clay into shapes that look like the character you created in your mind. Start with basic shapes and eventually work your way to the more difficult details, such as: eye colors, teeth and mouth shapes, hair shapes, and finger and toe shapes. Soon your character will start to form and become alive before your eyes. Keep adding and adding and sculpting and sculpting and soon you can begin the process of shooting your movie.

Props and Background Settings: The props and background part of clay animation is probably the second most important thing. It should be colorful and detailed. The props you use should look good with the character and the background should be the setting of your character (where you want your character to be). How you want your character to appear depends completely on its surroundings. For example, if you want your character to stand out a lot, don't make the background full of bright colors and too many scenes. If you don't want to make your character stand out then you need to use overpowering colors and many scenes and images.

Color: When dealing with colors you need to use contrast. Don't make the character the same color as the background or the character will never be seen. Also, make the clay stand out by using bright and attractive colors instead of dull and ugly colors.

Preparation: Preparing to do a clay animation movie may be one of the hardest parts in the entire process. Once you have your story board drawn out and completed along with your tools, the rest of the process is relatively simple. Yet, the tools that you use in your movie can prove to be very important. Now, the word "tools" doesn't necessarily mean whatever you can buy in a local art store. Tools can be whatever you want them to be.

¹ <http://library.thinkquest.org/22316/today.html>

Most clay animators find new things to use with each idea. Don't feel limited as to what can be used in clay animation.

Creation of A Character: Once a character has been created and developed, that's all there is to it, right? WRONG? Anyone can 'create' a figure, but it's what you do in your movie that turns that figure into a character and brings it to life. Many different techniques may be used to do this. Try adding movement to a character, or making your character talk.

Wires Are Your Friends: Wires? What do you mean, wires? Well, once you start moving characters around in movies, wires will tend to become a required tool. By inserting wires into the actual clay (e.g. lengthwise across the arm) you will be able to position and maneuver the clay much easier. Another way of making use of wires is for holding up the clay (e.g. a foot is in the air). They are easier to edit out than a finger or some large object. If a character is supposed to walk, get someone else to walk slowly across the room in front of you. Note the body position and the motion. Then, try it using the clay. An objective in clay animation (and in most types of animation) is to make the movements and overall appearance look clean, realistic, and fluid as possible. As you progress in skill, there will be less jerky movements in the clay animation film.

Sound: Sound is also an important part in clay animation. Although this choice is **optional**, it is a wonderful advantage to a movie. If you do choose to use sound then it should have something to do with the mood of the movie.

How To Shoot Your Character: One of the most important things in using a camera is becoming familiar with it, especially if you are using a digital camera. Another important aspect is camera angles. Many beginning animators make the mistake of shooting the entire movie from only one angle. Move around taking shots of the same frame from different positions. Integrate these shots into your final movie. Treat the camera as if you were in an actual movie. Use wide-angled shots and different techniques. Try some shots that are seen on television or in the movies.

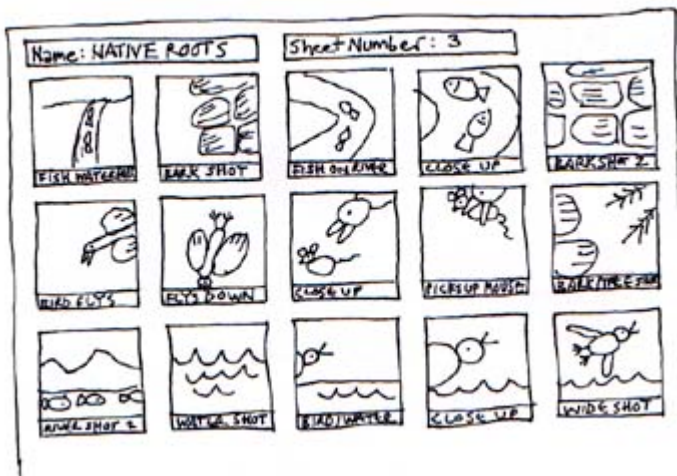
When everything is in complete order and you have everything set up and ready to go, you will need to start shooting your movie. Make sure your props, your background, and your character(s) are all in their proper position. Then you will need to have a digital camera. A digital camera is probably best, because it takes individual shots and is less expensive than the other cameras. Any format that you use, whether it be a 8mm, 16mm, or a digital camera, make sure it has a program with it that allows you to import it into the computer where you can manipulate your single frame pictures, picture by picture. We have found that the easiest way to do this is by using the digital camera and putting the images into a computer program designed for this.

How to animate the pictures?: You can animate the pictures by using programs like : MovieMaker, Digital Blue, Movies 13, Microsoft GIF animator and any other suitable programs. Movies 13 is a very simple program with a very simple interface. Before

using in the movies 13 program, you may have to resize and change the format of your pictures to GIF format. You can use programs like Microsoft paint to do this job

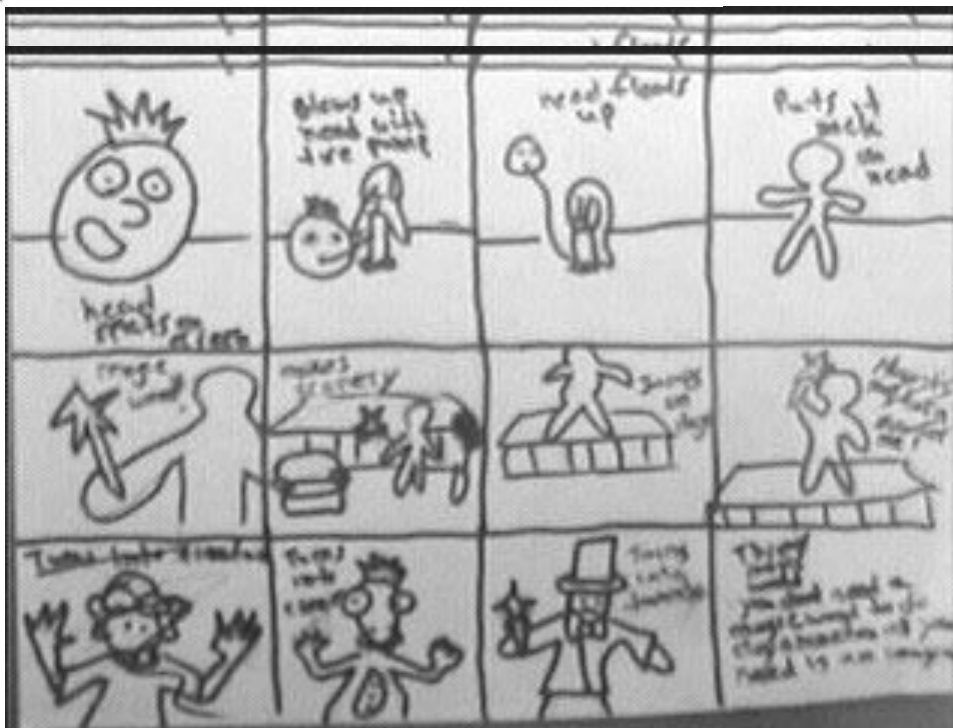
One Last Word: Okay, so it's not really one last word. But it may be the most important thing about doing clay animation. **JUST USE YOUR IMAGINATION!!!** Okay, it sounds kind of fake, but it really does mean quite a lot. To succeed in doing clay animation, all you really need to do is be creative. Don't expect to have top-quality movies the first few times. Everything takes practice, and clay animation is not excluded from this. Develop your own styles! Try different things! In clay animation, new techniques and ideas are formed everyday. But it's up to you to find ways to make these ideas reality.

Examples of a storyboard?

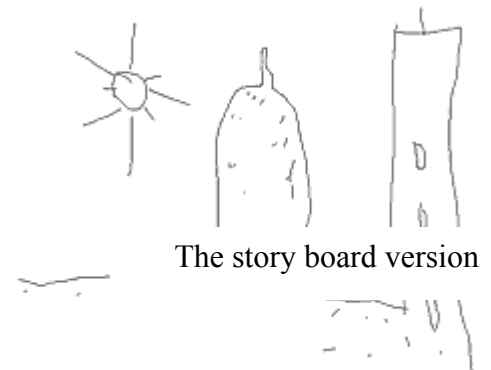


Taken from : <http://culture.st->

Taken from : <http://culture.st->



You don't have to be a superb artist – just draw simple outlines!



Your drawing does not have to be fancy, you can just draw stick figures. A cityscape can be done with a pencil drawing. The idea is to show what you would see in the viewfinder of the video camera as the record button is pushed. What's in the picture? How many people are in the picture? How much of each person shows? If there are words on the screen, put them in the storyboard, too. When you use a storyboard, you spend less time trying to figure things out with a camera or computer in your hands. First, you tell your story on paper. Then you can always refer to the paper.

When you are finished drawing and writing, look at the storyboard. It tells the story in the video. It also shows the cameraperson how it should look. The storyboard you drew is very much like what the director of the commercial held in his or her hand before they made the commercial.

Story board making – Further examples

A storyboard is a story told in pictures, like a comic book.

Include an explanation along with the storyboard. The explanation should include specific information about what will appear on the screen, the setting (where the story takes place), the dialogue (what the characters say), where the characters stand, how they interact with each other, etc. should all be included.

Before you create any piece of work first of all you need to work on an idea for a story. Write down a list of characters you would like to have in your story, work out what is going to happen and give your story a start, middle and end. Once you are happy with your story start to create your storyboard.

A storyboard is made up of a series of basic drawings showing the most important stages of the script of your piece of work.

Make sure that your story has a

Beginning -----Middle and End

Step 1 – Creating a plot or story line

Write down the plot or story line in a simple way on an A4 sheet paper. Please remember to include the message you want to convey in the story line.

Sample:

The red clay is walking on the street
The red clay meets blue clay
They walk together
Suddenly they meet yellow clay and all of them walk together

Step 2 – Character design

Here you design the characters suitable for your story

Step 3- creating a storyboard

1.Sketch in pencil so you can make changes easily. Feel free to use any medium you are happy with - professional storyboard artists use everything from magic markers to charcoal.

2. Scribble down short notes about what's happening in shot (e.g.. BOB enters)

3. Number your shots so that they can be quickly referred to on the shot list and during editing.